

Spellomatic 2

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for the JOHN SANDS SEGA SC3000 COMPUTER

The **SPELLOMATIC** series helps children (and adults!) to learn many of the most commonly misspelt words in the English language as well as words of their own choosing. Each program consists of an **automatic learning mode** plus two **exciting** spelling games!

The **SPELLOMATIC** series, written by an Australian teacher, will help your child to improve his/her spelling and at the same time introduce him/her to computers in a positive and exciting way. The author has gone to a lot of trouble to ensure that the programs are easy and fun to use and at the same time **goof proof!**

SPELLOMATIC 1 (available separately) will help you to learn 140 of the most commonly misspelt words in the English language.

SPELLOMATIC 2 enables you to type **your own words** into the computer and then treat them in the same way as in the other program.

N.B. The **SPELLOMATIC** series is designed to be used independently by the user **without** the aid of a helper.

The **SPELLOMATIC** series takes the 'drag' out of learning to spell and makes it **fun** and **easy** for everyone!

INSTRUCTIONS for SPELLOMATIC 2

1. **LOAD SPELLOMATIC 2.** Refer tape loading instructions.
2. Type '**RUN**' and press the **RETURN (CR)** key.
3. Enter **INPUT WORD LIST** mode by typing '1' at the **MENU**.
4. Carefully type in the first word in your own spelling list and press the **RETURN** key. Repeat this process with the rest of your list (up to 10 words).
5. If you wish to study less than 10 words simply enter a '**Q**' (for **QUIT**) by itself instead of another word and you will be returned to the **MENU**.
6. To add words to your list enter the **ADD TO WORD LIST** mode by typing '2' at the **MENU**. This mode can also be used to view the entire list. (Enter '**Q**' to **QUIT**.)
7. Enter **SPELLOMATIC LEARNER** mode by typing '3' at the **MENU**.
8. Say the word and spell out aloud the letters as they are printed on the screen. (You may return to the **MENU** before completion by holding down the '**M**' key.)

9. Enter **SPOT THE GOODIE** mode by typing '4' at the **MENU**.

10. Decide which of the six spelling versions of the **list word** is the correct one and type the corresponding number (1-6) as quickly as possible. Try to beat your top score! (Be careful! Pressing the wrong key costs you points!)

N.B. Remember that the 'correct' word is the one that correctly spells one of the **list words**. Sometimes the computer's random selection of mistakes will accidentally spell some other word. However, it is the **list word** that is the one that counts!

11. By this stage you should be familiar enough with the list words to 'have a go' at **JUMBLE DECIPHER**. Begin this challenging game by typing '5' at the **MENU**. Examine the word in the box carefully and try to decipher which of the **list words** can be spelt with the jumbled letters. If you can't decipher which of the words is being presented simply press the **RETURN** key and the correct spelling will be revealed. If you do know which word it is then carefully type it in and press the **RETURN** key.

The aim is to get through the entire list without making a mistake. Repeat this game until you do get 100% and you will be treated to an amazing **COSMIC SPECTACULAR**! It may help to repeat **SPELLOMATIC LEARNER** and **SPOT THE GOODIE** with the same word list before re-attempting **JUMBLE DECIPHER**.

N.B. The length of the **COSMIC SPECTACULAR** is dependent on the number of words worked with. The more words in the list, the longer the **COSMIC SPECTACULAR**!

SPELLOMATIC 1

The other program in this series contains 140 of the most commonly misspelt words in the English language for you to work with in the same way as with this program.

Tape loading instructions

For John Sands Sega SC3000 Personal Computer.

1. Connect computer as shown on the user instruction card and insert BASIC cartridge.
2. Connect a lead from the earphone socket of the tape recorder to the "IN" socket at the back of the computer.
3. Switch the computer on.
4. While holding down the FUNC key press the key with the word LOAD written above it. The word LOAD should appear on the screen. Press the CR key, the message LOADING START will appear on the screen.
5. Insert the tape in the tape recorder and press the play button. If everything is set correctly the computer will put up a message telling you that it has found a program. The program will then be loaded from the tape recorder to the computer.
6. If the volume and tone controls are set correctly, after a while the message LOADING END will appear on the screen. You will probably be most successful with the volume on about 6 and the tone on about 6 or 7. If they are set incorrectly the message TAPE READ ERROR will appear, meaning that you will have to rewind the tape and go to step 4 and try different levels.
7. To start the program press the key with RUN above it along with the FUNC key, the program will then begin.
8. There are two copies of the program on the labelled side of the tape, separated by approx. 10 second gap.

John Sands
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